STARFINDER SOCIETY

Invasion's Edge

SCENARIO: #1-02
LEVELS: 1–2

MYSTERY OF THE FROZEN MOON

By Solomon St. John

STARFINDER SOCIETY

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HOW TO PLAY

PLAY TIME: 2–3 HOURS

LEVEL: 1–2

PLAYERS: 3–6

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Invasion's Edge

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GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Alien Ruins, Starfinder Flip-Mat: Planetary Terrain Multi-Pack*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society Second Edition* at https://lorespire.paizo.com/.

SUMMARY

The Starfinders are sent to perform initial surveys of an unexplored moon. The PCs must survive deadly predators and freezing cold, but they can also befriend a local population of cute, curious animals. Their exploration brings them to an underground ritual site containing a mysterious stone mirror. Reactivating the mirror releases a dangerous interstellar abomination, but it's the only way to return the minds of the moon's sentient population to their bodies—those of the cute, friendly animals the PCs might have befriended!

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ADVENTURE BACKGROUND

Every year, the Starfinder Society learns of thousands of newly discovered planets, moons and other stellar bodies, many of which sustain life. Each location is cataloged, with the most promising marked for future study. One such location is Vast-723-Arctic-Moon, aka VAM-723, one of four small moons in orbit around an unexplored gas giant in the Vast.

Of course, that's only the designation it's been given in the Pact Worlds. The people of this moon, a species called lu-venons, named their home Luvoth, but at present they're in no condition to tell that to the Starfinders or anyone else. Over 300 years ago, shortly after the Gap, the people of Luvoth learned for the first time that they weren't alone in the Universe. This knowledge both intrigued and frightened them. As they believed true space travel would be far too dangerous, lu-venon artificers created a magical device called a *world mirror* to enable psychic space travel. The intent was to channel the species' natural psychic abilities and project their minds across space in an instant, remotely traveling to distant worlds and viewing stellar wonders without the threat of physical harm.

Unfortunately, the magic ritual required to complete the *world mirror* backfired. In a wave of magical backlash, the *world mirror* cast the thoughts of every citizen of Luvoth out into the cosmos—forever. Their bodies remained behind, un-aging and immortal, going about their lives without memories or sapience, until this very day.

GETTING STARTED

The adventure begins at the Lorespire Complex on Absalom Station, the Starfinder Society's primary base of operations, where the PCs have been called to a mission briefing hosted by Venture-Captain **Arvin** (friendly male damaya lashunta mentor). Read or paraphrase the following to start the adventure.

The eponymous central tower of the Lorespire Complex stands tall and bright at the heart of the Ring, the highest point in a crown of clustered steeples that make up Starfinder Society headquarters. At its base, hydroponic gardens give way to two huge automatic doors, which smoothly open to visitors and approaching Starfinders alike. First they open onto the central foyer, then the many corridors and elevators leading to archives, dormitories, labs, meeting rooms, and the countless other chambers needed to keep the busy organization running.

Venture-Captain Arvin waits in one such meeting room, gesturing toward some chairs as the door opens. "Grab a seat. This shouldn't take long." He clicks a remote control, first dimming the lights, then activating a hologram that hangs in the air. The hologram depicts a small moon orbiting a large green gas giant, with starship coordinates indicating a location in the Vast.

"This is VAM-723—short for Vast-723-Arctic-Moon. Remote exploration drones flagged it about thirty years ago as a candidate for exploration. Initial scans indicate a thin but breathable atmosphere, standard gravity, and a verdant biosphere supporting an arctic climate, but no signs of sapient life—except, potentially, for some abandoned artificial structures half-dug into the surface."

WHERE IN THE UNIVERSE?

This adventure takes place on Vast-723-Arctic-Moon, one of four small moons orbiting an unexplored gas giant in the Vast. VAM-723 features an arctic climate, verdant biosphere, thin atmosphere, and standard gravity. Initial scans indicate no sentient life, but there are some artificial structures buried among the ice and rock—an intriguing mystery!

Unknown to the Starfinders, VAM-723 has a proper name: Luvoth, with the artificial structures being the surface remains of the civilization built by its most intelligent species, lu-venons, over 300 years ago.

Arvin taps the remote control against his chin. "Intriguing, no? More practically, VAM-723 seems like our best bet for planting a foothold in the system. Barring any unpleasant surprises, we'd like to establish a base camp for exploration of the surrounding planets and other local stellar bodies."

"Today's mission is to survey VAM-723 and assess its potential. I've also provided coordinates for a particular artificial structure that stood out during the initial observations. There's no good landing zones nearby, so I'd suggest you set down in the general area and work your way over. Any questions?"

Some potential questions the PCs might have for Arvin and his answers follow.

Where did we get this information? "Some of it's from our drones, some was gathered by various corporations on the hunt for new resources, and some is public data from the Infosphere—the Starfinder Society maintains an extensive information network. It's easier to explore when you know what's out there."

Should we expect danger? "There are no immediate threats on the horizon that I'm aware of, but I wouldn't leave your weapons behind. You never know what you might encounter out there. The moon is unexplored, after all."

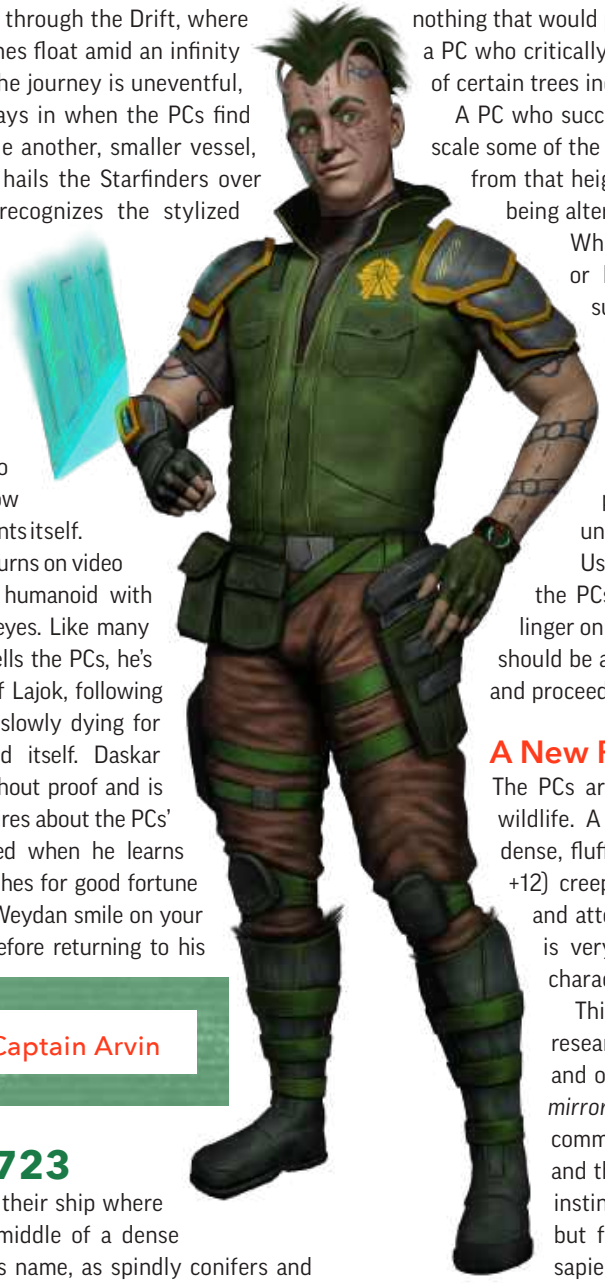
How cold will it be? "Let's just say you'll want to make sure your environmental protections are in working order before you leave. You could probably survive without them, but not for long and it wouldn't be pleasant."

Ships Passing in the Drift

After the PCs wrap up their mission briefing with Arvin, they're free to procure any last-minute gear they need before boarding their designated Society starship and setting off. Remind the players at this point that they each have a Hero Point available.

Travel to VAM-723 takes 5d6 days through the Drift, where the scattered fragments of other planes float amid an infinity of swirling purple and pink energy. The journey is uneventful, save for one moment around four days in when the PCs find themselves briefly traveling alongside another, smaller vessel, whose pilot and lone crew member hails the Starfinders over comms. A PC trained in Religion recognizes the stylized starship painted onto the vessel's hull as the religious symbol of Weydan, god of discovery, exploration, and freedom.

The pilot introduces himself as **Daskar Kopalak** (meditative male vlaka priest of Weydan), a "humble follower of the Endless Horizon" who desires a moment of contact with fellow travelers, since the opportunity presents itself. His initial contact is audio-only, but he turns on video comms if requested; he's a wolf-like humanoid with pale gray fur and unfocused ice-blue eyes. Like many vlakas, Daskar is blind. As he freely tells the PCs, he's on his way back to his home planet of Lajok, following rumors that its sun, which has been slowly dying for centuries, has miraculously rekindled itself. Daskar dares not believe in such miracles without proof and is thus on his way to investigate. He inquires about the PCs' travels, becoming especially interested when he learns they're Starfinders, and offers well-wishes for good fortune on their mission of exploration. "May Weydan smile on your good work," he offers as a farewell before returning to his own journey.



Venture-Captain Arvin

SURVEYING VAM-723

The PCs arrive on VAM-723 and land their ship where Arvin designated, a clearing in the middle of a dense taiga. The environment lives up to its name, as spindly conifers and several inches of snow stretch as far as the PCs can see while landing. In the near distance looms a short (in both height and length) mountain range; the nearest of its foothills is the location of the artificial structure the PCs have been asked to investigate. Onboard sensors confirm the moon has a breathable atmosphere, and that the local temperature ranges from severe to extreme cold.

The route to the artificial structure is straightforward, so the PCs don't need to attempt Survival checks to navigate. However, as they journey overland, they should attempt skill checks to survey the moon, as described below. A PC can substitute a thematically appropriate Lore skill for any of these checks; if they do, reduce the DC of that check by 3.

A PC who succeeds at a DC 13 Nature or Survival check can collect and analyze samples of the local flora, locating a few poisonous berries but nothing that would present a danger to off-worlders if they don't eat it; a PC who critically succeeds also identifies sharp gouges in the bark of certain trees indicating the presence of large, feline predators.

A PC who succeeds at a DC 16 Acrobatics or Athletics check can scale some of the taller trees to get the lay of the land. They observe from that height that there's no sign of the moon's environment being altered by intelligent life.

What few ruins the PCs pass jut out from the ground or have collapsed into piles of rubble. A PC who succeeds at a DC 20 Crafting or Society check can estimate these ruins as being several centuries old, placing the civilization's collapse as sometime during or shortly after the Gap. A PC who critically succeeds on this check further realizes that these structures are only the topmost access points of larger, burrowing structures built mostly underground.

Use these checks as inspiration for other methods the PCs might suggest for their initial survey, but don't linger on this part of the exploration too long. A few minutes should be all you need to set the stage for the meeting below and proceed with the adventure.

A New Friend

The PCs are soon surveyed in turn by some adorable local wildlife. A small mammalian creature with a long tail and dense, fluffy white and purple fur (and a Stealth modifier of +12) creeps up to the PCs' group while they're distracted and attempts to climb one of the taller PCs. This creature is very likely discovered once they're halfway up the character's leg.

This is **Uloa Su-Tae** (curious carrier lu-venon researcher), formerly a leading expert in astral projection and one of the head researchers in charge of the *world mirror* project, though they're currently unable to communicate that. Since the project's accident, Uloa and the rest of their species' bodies have been living on instinctive autopilot, kept alive by the mirror's magic but functioning more like common beasts while their sapient minds hurtle between distant stars. Originally a prey species, lu-venons in this state are easily startled by aggression and loud noises. Uloa, however, is curious about the visitors, and thus begins to fawn rather than fight or flee when discovered, giving the PCs an opportunity to befriend them.

Uloa's attitude begins as indifferent. Checks to Make an Impression on Uloa are DC 14; a PC can substitute another skill in place of Diplomacy if they can justify a sound strategy, save for Intimidation, which automatically critically fails. If made helpful, Uloa happily accompanies the PCs in their explorations. As the group travels, more of the yet-unidentified creatures begin appearing one or two at a time until several dozen—their markings ranging from shades of purple to green, blue, and silver—are trailing the PCs from afar.

The PCs can make additional observations to learn more about their new friends. A PC who succeeds at a DC 15 Survival check confirms the creatures are likely native to VAM-723, as their thick fur and compact bodies are ideally adapted for an arctic biome. A PC who succeeds at a DC 18 Medicine or Nature check recognizes the creatures have three standard sexes, similar to shirrens—Uloa is the third sex, a carrier, identifiable by their marsupial-like pouch. A PC who succeeds at a DC 20 Arcana check or who is using the Detect Magic exploration activity picks up a faint magical aura and can thus tentatively classify them as beasts with some innate magical ability (this classification is an incorrect but understandable mistake to be corrected when the lu-venons regain their minds on page 11).

If Uloa becomes hostile, the PCs fail to befriend them and they flee, rejoining their fellow lu-venons in shadowing the party from a safe distance. In this case, the PCs can still attempt the above checks, but the DCs increase by 3.

Treasure: If the PCs befriend Uloa, they present the party with a gift—a simple headband made of soft, silvery metal, which matches the one they're currently wearing. The headband's construction is simple and malleable enough that it's reasonable for the PCs to assume they were made by a particularly clever creature.

In truth, though Uloa can't remember in their "sleeping" state, the headbands are a pair of bonded *telebond bands*, magical communication devices lu-venons used to forge psychic bonds and remain connected with loved ones from afar. If a PC wears and invests the *telebond band* prior to the return of the lu-venons' minds (see page 11 for details on this event), they can feel Uloa's base emotions (affection for the PCs and fear of anything dangerous or startling being the most prominent) but perceive no specific or coherent thoughts.

Lu-Venon

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A** in the following ways to make it easier or harder.

Easier: Remove one kaylix from the encounter.

Harder: Add one kaylix to the encounter.

A. Prowling Predators — Low

About halfway to their destination, the PCs are attacked by a pair of local feline predators called kaylixes. Uloa and their fellow lu-venons shriek in fear as combat begins, then drop to the ground and seemingly vanish. A PC using the Detect Magic exploration activity realizes the small creatures just used a reflexive spell to flee from danger; specifically, *adaptive camouflage* (see the chronicle sheet at the end of this adventure for more information).

Use the map on page 6 for this encounter. The PCs begin near the center of the map. The kaylixes attack as a group, focusing on the smallest and most vulnerable or isolated PCs, as described below.

Creatures: Lu-venons domesticated kaylixes in the distant past, by soothing and bonding with them via psychic connections. Prized for their luxurious fur, fierce protective instincts, and ability to warm their surroundings, kaylixes were used as mounts, companions, and protection against the moon's other dangers. Unfortunately, in the 300 years since the *world mirror* incident, the kaylix population has turned feral and reverted to their more violent, territorial roots. While they usually feast on smaller prey, they're eager to hunt the PCs.

Kaylixes hunt in pairs or packs, and one such pack stalks the PCs from the northern high ground, utilizing the surroundings for cover. They roll Stealth for initiative, then target the smallest and most vulnerable-looking PCs, whom they attempt to pounce on from hiding and bring down swiftly to scare off the rest of the "pack" of PCs. Prioritizing their own survival, a kaylix flees when reduced to 7 Hit Points or fewer.

A. Prowling Predators
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: PLANETARY TERRAIN MULTI-PACK

KAYLIXES (3) CREATURE 1

UNCOMMON LARGE ANIMAL

Perception +6

Skills Acrobatics +8, Athletics +9, Stealth +8 (+10 in its natural environment of snowy forests), Survival +6

Str +4, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

Arctic Adaptation The kaylix treats environmental cold effects as if they were two steps less severe, and it isn't impeded by difficult terrain caused by snow, permafrost, ice, or other arctic terrain.

AC 15; **Fort** +8, **Ref** +10, **Will** +5

HP 22

Defensive Fling ↷ **Requirements** The kaylix has a creature grabbed; **Trigger** A creature other than the one the kaylix has grabbed makes a melee or ranged attack against the kaylix from within the range of the kaylix's quill Strike; **Effect** The kaylix makes a quill Strike against the attacking creature. This Strike doesn't count toward the kaylix's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Speed 30 feet

Melee ❖ claw +6 (agile, reach 10 feet), **Damage** 1d4+4 slashing

Melee ❖ fangs +6, **Damage** 1d6+4 piercing plus Grab

Ranged ❖ quill +5 (range increment 30 feet), **Damage** 1d4+4 piercing

Concealing Condensation ❖❖ The kaylix opens gill-like vents on the side of its neck and releases hot, moist air that forms a concealing cloud of white mist in a 20-foot emanation centered on its location. This mist lingers until the end of the kaylix's next turn. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it.

Pounce ❖ The kaylix Strides and makes a Strike at the end of that movement. If the kaylix began this action hidden, it remains hidden until after the attack.

Sneak Attack The kaylix deals 1d6 extra precision damage to off-guard creatures.

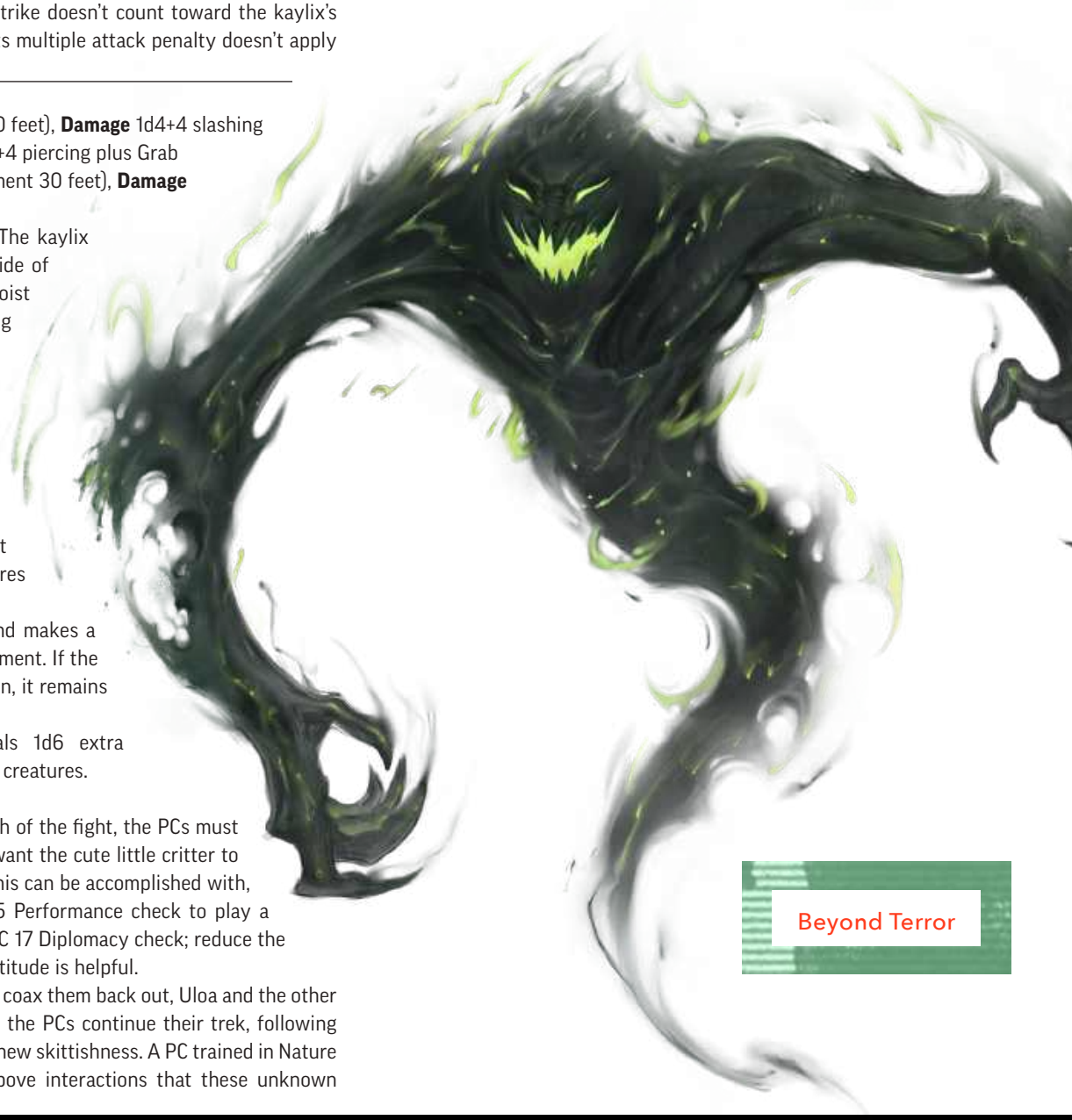
Development: In the aftermath of the fight, the PCs must coax Uloa out of hiding if they want the cute little critter to continue accompanying them. This can be accomplished with, for example, a successful DC 15 Performance check to play a soothing song, or a successful DC 17 Diplomacy check; reduce the DC of any check by 2 if Uloa's attitude is helpful.

If the party doesn't manage to coax them back out, Uloa and the other lu-venons gradually reappear as the PCs continue their trek, following the party from a distance with a new skittishness. A PC trained in Nature can deduce from any of the above interactions that these unknown creatures are prey animals who rely on their magic and instincts for safety, fleeing or hiding from danger.

B. RITUAL RUINS

An hour or so after the kaylixes attack, the PCs arrive at the artificial structure they were asked to investigate, a square tunnel of stone and metal that juts from the foot of a small mountain.

The artificial foyer soon gives way to a frigid natural cavern even colder than the snowy forest outside. Softly glowing blue and green crystals light the way as the passage leads to a massive chamber with artificial structures of metal and masonry built into the natural stone. At the chamber's heart stands a towering slab of polished stone, its surface swirling with magic that leaks faint green smoke into the surrounding air.



B. Ritual Ruins
B4
B3
B1
B2
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: ALIEN RUINS

Use the map on page 8 for this area. The PCs enter from the northwest corner of the map. The lu-venons continue to follow the PCs into this area but give the *world mirror* (**B1**) a wide berth, staying outside the area marked with a dotted line on the map. If Uloa is traveling with the PCs, they accompany the party within 30 feet of the mirror, shivering more and more the closer they get, then finally break away and scurry to join their fellows.

Ruin Features: The ceiling of this natural chamber is 60 feet high and covered in stalactites. Crossing the areas of the floor covered by ice requires a DC 18 Acrobatics check to Balance. Area **B** is one giant cavern; each individual area is a feature of the cavern, and PCs can see the other areas from wherever they stand.

Rebooting the World Mirror

Though they start off exploring, the PCs' eventual goal here is to "reboot" the *world mirror*, freeing the lu-venons' minds to return to their bodies after three long centuries. Given the clues provided, the PCs might instead come to believe that they're turning the mirror "off" to rid the moon of its potentially dangerous magic; this is fine, as the steps they'll follow lead to the same end regardless.

Give the PCs a chance to work out the solution on their own, but if they start to get frustrated or end up completely stumped, they can attempt a DC 12 check with any skill linked to a magical tradition (Arcana, Nature, Occultism, or Religion) to, on a success, receive a hint to put on one of the *telebond bands* in area **B2** as a place to start.

B1. World Mirror

This towering stone slab is the *world mirror*. Mystics, solarians, witchwarpers, and any other characters with a connection to magic or the cosmos, as well as those with telepathy, feel an ominous energy coming from the mirror, best described as "somewhere between a black hole and a gaping wound." Even creatures without such sensitivities can tell there's something wrong, and that leaving the mirror active isn't safe for anyone.

B2. Central Control Panel

This area is 30 feet above the floor of the cave. A pair of *telebond bands* (see the chronicle sheet at the end of the adventure) rest on the smooth stone before this wall of glowing runes and shifting magical script. These bands are paired with the one Uloa wears, as well as the one they may have gifted the PCs earlier. A PC wearing any of the *telebond bands* found in this adventure discovers that they can read the lu-venon script flickering magically across the stone, as though under the effects of a 2nd-rank *translate* spell (*Player Core* 368).

Such a PC can attempt a DC 16 Society check to Decipher Writing; on a success, they learn the words Luvoth and lu-venon to describe the moon and its people. The script describes their society's reaction to receiving Triune's message to the galaxy, and how it led to the *world mirror* project, as detailed in the Adventure Background. The log cuts off just before the *world mirror*'s first activation, and there are no details or depiction of what a lu-venon looks like.

If the PCs are struggling, they can also attempt a DC 15 check to Decipher Writing using any skill tied to a magical tradition; on a success, they piece together the exact steps needed to activate the *world mirror*.

ADJUSTING DIFFICULTY

You can adjust the difficulty of the Fear from Beyond the Stars encounter in the following ways to make it easier or harder.

Easier: Remove the psychic turmoil hazard; the psychic cloud still floods the roof of the cavern, but it's just an environmental detail, not a risk to the players.

Harder: Add one beyond terror to the encounter.

To begin the *world mirror* activation, a PC must either wear a *telebond band* or place a hand on this glowing wall, then will the device to begin, turn on, start–the sentiment matters, not the wording, making it easy to do by accident. Activating this mechanism causes the sigil on the left in area **B4** to light up. It deactivates in 10 seconds if the other steps in the reactivation process are not completed.

Treasure: The PCs find a *spell gem of adaptive camouflage* (see chronicle sheet at the end of this adventure) on the ground. This item was left behind by a lu-venon researcher who was attempting to store their species' innate magic in a portable form as part of their efforts to make more powerful versions of the spell.

B3. Secondary Controls

The glowing crystals along this balcony's western edge look natural at first. Upon closer examination (such as Seek or Search), however, a character discovers that the crystals are an artificial control panel; a PC who succeeds at a DC 12 Society or Survival check clocks that it's sized for Small creatures. The crystals are movable, turning and pressing in and out of the rock. If the PCs have gained the information from the skill check in **B2**, they automatically know the sequence to activate this mechanism; otherwise, they can experiment for a few minutes here to unlock the necessary sequence.

Activating this mechanism causes the sigil on the right in area **B4** to light up. It deactivates in 10 seconds if the other steps in the reactivation process are not completed.

Treasure: Tucked in a nook beneath the console, the PCs find a *commercial Akashic lens* in a unique hexagonal style unlike anything seen in the Pact Worlds.

B4. Psychokinetic Resonance Platform

The small, unlit building here is filled with large green crystals that shimmer with magical light. A PC who succeeds at a DC 19 Arcana or Occultism check recognizes this as a magical server room, still active.

A PC who steps on the raised, metallic platform here at any point during their explorations feels a faint shiver of energy pass through their body. This energy grows stronger when one of the mechanisms at **B2** or **B3** is activated.

To "reboot" the *world mirror*, one creature must be standing on this platform while the mechanisms at **B2** and **B3** are activated at the same time. When this happens, a surge of psychic energy rushes through

the PC on the platform, who (knowingly or not) has taken on the role of a psychic conduit between the *world mirror* and its magical energy source; this conduit PC must attempt a DC 18 Will save. On a failure, the conduit PC is off-guard during the first round of combat that follows; if they succeed, the blowback from their resistance disorients the creature that emerges from the mirror, and the beyond terror (below) is off-guard during the first round of combat instead.

Fear from Beyond the Stars — Moderate

When the PCs reactivate the *world mirror*, read the following.

A dark gash cuts its way up the center of the *world mirror*. It opens slowly, until massive black claws emerge from the beyond, seizing the portal's edges and ripping it open. The gash fills the mirror's frame, releasing swirling green energy that surges upward, instantly flooding the cavern roof. The writhing energy screams and wails a collective howl of confusion and fear as a shadowy creature, the echo of an ancient predator molded from space itself, emerges from the depths of the mirror and roars.

Creature: The beyond terror is a psychic manifestation of the lu-venons' collective emotions regarding space travel, the very awestruck terror they hoped the *world mirror* would help overcome. This fear has only grown since the accident, and the magic of the reactivated mirror now gives it physical form to lash out at the world like a panicked, wounded animal.

The beyond terror uses its actions on its first turn to move so it's within 30 feet of as many PCs as possible, then emits a Psychic Scream. It does not leave the area of the antigravity swell hazard (below), using *void warp* to attack creatures who remain at a distance.

BEYOND TERROR — CREATURE 2

UNIQUE | HUGE | ABERRATION | COSMIC

Perception +4; thoughtsense (precise) 60 feet, no vision

Skills Acrobatics +5, Athletics +10, Intimidation +9, Occultism +6

Str +4, **Dex** –1, **Con** +3, **Int** +2, **Wis** +0, **Cha** +1

Thoughtsense The beyond terror senses a creature's mental activity as a precise sense within the listed range; it cannot sense mindless creatures with thoughtsense.

AC 15; **Fort** +7, **Ref** +3, **Will** +6

HP 40; **Immunities** fear; **Weaknesses** inconceivable feelings

Horrors Beyond Creatures Swallowed Whole by the beyond terror are subjected to the constant mental assault of an entire world's collective, crushing existential fear. They have 2 fewer rounds before they begin suffocating, and after their escape, they are stunned 1 for 1 round as their mind struggles to readjust after the ordeal.

Inconceivable Feelings As an entity of pure fear, the beyond terror cannot comprehend emotions outside its sphere of influence. When attempting Will saves against spells or effects with the emotion trait that deal with any emotion other than fear, the beyond terror treats its saving throw result as one step worse than what it rolls.

Speed 20 feet, fly 30 feet

Melee ❖ claw +10 (agile, reach 15 feet), **Damage** 1d6+4 slashing plus Grab

Melee ❖ mandibles +10 (reach 10 feet), **Damage** 1d8+4 piercing plus Grab

Occult Innate Spells DC 15; **Cantrips (2nd)** *void warp*

Psychic Scream ❖❖ (auditory, emotion, fear, mental) The beyond terror releases a psychic scream of horror that rings through every conscious mind in a 30-foot emanation, dealing 3d6 mental damage. All thinking creatures within range must attempt a DC 15 Will save. The beyond terror cannot use Psychic Scream again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is frightened 1.

Critical Failure The creature takes double damage and is frightened 2.

Swallow Whole ❖ Large, 1d6+4 bludgeoning, Rupture 8

Hazards: The beyond terror alters the gravity of its surrounding space by existing in it, creating an antigravity swell. The energy released alongside it contains the lu-venons' collective minds, unable to return to their bodies until the beyond terror is defeated. Their psychic turmoil creates a storm that blindly lashes out at the unknown, including the PCs.

ANTIGRAVITY SWELL — HAZARD 0

UNCOMMON | COMPLEX | ENVIRONMENTAL

Stealth +6

Description The beyond terror's entrance into reality negates gravity in a localized area, resembling the zero-g vacuum of space.

Disable DC 13 Arcana or Occultism (trained) to temporarily counter the hazard's gravitational influence, preventing it from changing the gravity level on its next turn. The hazard is permanently disabled when the beyond terror is defeated.

Losing Gravity ↷ **Trigger** The beyond terror appears; **Effect** The ground shakes and small pieces of rock and crystal levitate into the air. The hazard rolls initiative.

Routine (1 action) On each of the hazard's turns, gravity in its affected area (indicated by a dotted line on the map) alters by one step, going from normal to low on turn 1 and low to zero on turn 2. From turn 3 onward, the area shifts between zero and low gravity on each alternating turn, and continues to do so until the hazard is disabled.

Reset The hazard doesn't reset once the beyond terror is defeated.

PSYCHIC TURMOIL — HAZARD 0

UNCOMMON | COMPLEX | HAUNT

Stealth +6

Description The collective minds of Luvoth's sapient inhabitants lash out at the unknown in a storm of psychic confusion, fear, anger and pain.

Disable DC 16 Arcana, Nature, Religion or Occultism (trained) to soothe the restless emotions with prayer, meditative chanting, or magical rituals; three total checks are required to disable the hazard. The hazard is permanently disabled when the beyond terror is defeated.

Gathering Storm ↷ **Trigger** The beyond terror appears; **Effect** A swirling green energy emerges from the *world mirror*, roiling through the air with a wail of confusion and fear. All creatures within 30 feet of the *world mirror* become frightened 1 unless they succeed at a DC 16 Will save. The haunt then rolls initiative.

Routine (1 action) On each of its turns, the hazard targets one of the PCs at random, dealing 2d4 mental damage with a DC 16 basic Will save. On a failure, the target also becomes stupefied 1; on a critical failure, they become stupefied 2.

Reset The hazard remains active as long as the beyond terror is alive and doesn't reset once it's disabled or the beyond terror is defeated.

FIRST CONTACT

Once the beyond terror falls, read or paraphrase the following.

The swirling vortex lingers even as the strange creature crumbles and fades away. Its howling grows louder until, with a rush, it flies out through the mouth of the cavern in a roaring stream. Fragments arc from it like solar flares, each diving straight for one of the fluffy native creatures staring up in awe. The energy slams into the creatures' bodies and knocks them to the floor.

It's all over in a second. The creatures pick themselves up and peer around, their eyes focusing with a new awareness. They look confused at first. Then, they begin to weep, cheer, laugh, dance, rush into each other's arms, and babble in what is unmistakably a language.

The minds of Luvoth's people have returned to their bodies. As trained Starfinders, the PCs should recognize that their position has shifted into a first contact situation where they'll want to make a good impression to establish a foundation for future diplomacy. Though the lu-venons are inclined to appreciate the PCs for rescuing them, they're still an instinctively skittish and fearful prey species, and one that has only just begun to recover from a collective trauma.

Uloa is the first to approach the party, psychically connecting with any PC still wearing a *telebond band* to properly introduce themself. The bands help to ease communications, though there's only three available in this adventure (two in area **B2** and one Uloa might've given them earlier). The other lu-venons are more hesitant to approach but can be coaxed closer if the PCs take steps to make themselves appear less threatening, such as stowing their weapons and getting down on the small species' level.

Each PC can attempt one DC 20 skill check of their choice to make a good impression on the gathered lu-venons. For each of the following advantages—wearing a *telebond band*, the party previously befriending Uloa, and making themselves seem less threatening—a PC accumulates a +1 circumstance bonus to their check, for a potential total of +3.

If at a least half the party (rounded up) succeeds at these checks, they befriend the restored lu-venons, and the first contact can be considered a success. If they fail, Uloa and their people are still grateful for their rescue but remain even more fearful of the wider galaxy after their traumatizing ordeal.

Treasure: To thank the PCs for saving their people, Uloa gifts them a delicate silver necklace with a polished stone charm carved in the image of a baby lu-venon.

CONCLUSION

With their survey and the unexpected first contact complete, the PCs are invited to rest and celebrate with the restored people of Luvoth before returning to give their report to Venture-Captain Arvin at Absalom Station. Arvin is thrilled with the PCs' discoveries, noting that he hopes the PCs would be willing to return in the future and further develop their relationship with Uloa and their people. As a thank you for all their hard work in frigid conditions, Arvin pays for the PCs to spend the following day at a local spa famous for its artificial hot springs and soothing soundscapes.

REPORTING CONDITIONS

If the PCs befriended the lu-venons, resulting in a positive first contact experience, check box A. If the PCs failed to befriend the lu-venons or treated them badly, resulting in a negative first contact experience despite the rescue, check box B.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-02
Mystery of the Frozen Moon

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS

LEVEL	
1	140 credits
LEVEL	
2	220 credits

Adventure Summary

You performed initial explorations on a frigid arctic moon in the Vast, discovering an ancient ruin, befriending adorable animals, and defending yourself from hungry predators. In the ruins, you activated an ancient relic called the *world mirror* and battled a manifestation of mass terror, ensuring the minds of the planet's inhabitants were returned to their bodies after centuries. You initiated first contact with a representative of these people, Uloa, who thanked you for your help. You ☐ befriended or ☐ failed to befriend Uloa and their fellow lu-venons.

EXPERIENCE

Starting XP

\+ XP Gained (GM ONLY)

= Final XP Total

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. You must create a **paizo.com** account and register a character before you can begin making Achievement Point transactions.

Mystery of the Frozen Moon (boon) This character gains access to the *adaptive camouflage* spell, allowing you to learn it, and the *telebond band* item, allowing you to purchase it.

ADAPTIVE CAMOUFLAGE ↻ SPELL 1

UNCOMMON | ILLUSION | MANIPULATE | SUBTLE

Traditions arcane, primal

Trigger You are caught in the area of a hostile effect.

This magic takes advantage of disorienting explosions and gunfire to give its caster an opportunity to hide. You become undetected to all creatures that rely on visual senses unless they can see invisible creatures. You Step. If you have cover, greater cover, or concealment, attempt a Stealth check to Hide. The invisibility then ends, and you either become observed or hidden to creatures as determined by your check to Hide, if you made one. If you remain in the area of the trigger, you gain a +2 status bonus to this Stealth check. If you are no longer in the area of the trigger, you gain a +2 status bonus to your Reflex save (if any) against the triggering effect.

TELEBOND BAND ITEM 5

UNCOMMON | INVESTED | MAGICAL

Price 1,250 credits

Usage worn headband; **Bulk** –

This subtle silvery band allows for long distance telepathic communication and was popular on worlds before the widespread adoption of mobile telecommunication technology. The wearer of a *telebond band* can telepathically communicate with any other creatures wearing a paired *telebond band* within a planetary range, even if the creatures do not share a language. This doesn't let two characters understand codes, language couched in metaphor, and the like (subject to GM discretion). Pairing or unpairing two or more *telebond bands* requires looping the two *telebond bands* together for 1 minute. Up to six *telebond bands* can be in a paired group with one another; attempting to pair a seventh *telebond band* fails.

Activate—Fact Check ↻ (concentrate) **Frequency** once per day; **Trigger** You received information from a Recall Knowledge check; **Effect** With a thought, you instantly share the knowledge you learned with the required Recall Knowledge check (even if you learned false information) with any other creature wearing a *telebond band* that's paired with yours, as long as they're within planetary range. Each creature who has not used Fact Check today can use a reaction to Recall Knowledge and Fact Check.

CREDITS

Starting Credits

\+ Credits Gained (GM ONLY)

– Credits Spent

= Total

Notes

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: BFL9